

FIG. 1

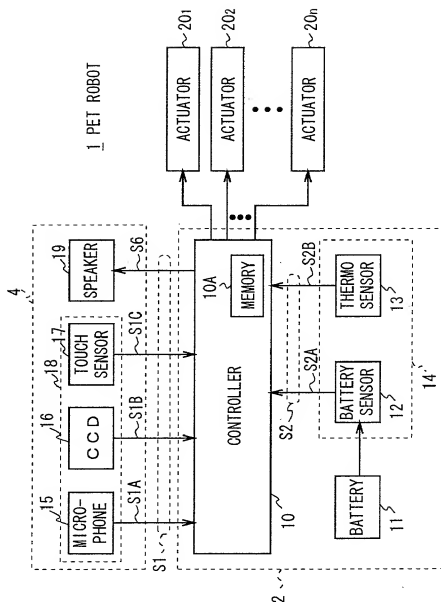


FIG. 2

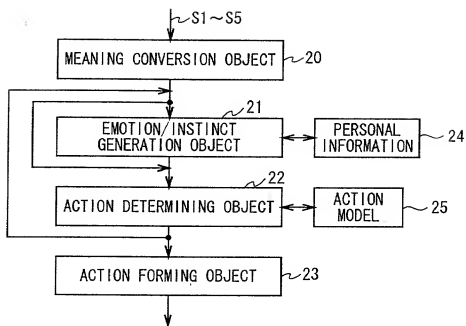


FIG. 3

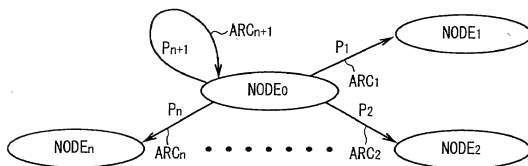


FIG. 4

| node 100 | | node 120 | | TRANSITION PROBABILITY TO OTHER NODES D _i | | | |
|---------------|------------------|-----------|------------|--|----------|-----------|----------|
| node 100 | INPUT EVENT NAME | DATA NAME | DATA RANGE | node 120 | node 120 | node 1000 | node 600 |
| OUTPUT ACTION | | | | ACTION 1 | ACTION 2 | MOVE BACK | ACTION 4 |
| 1 | BALL | SIZE | 0.1000 | 30% | 40% | | |
| 2 | PAT | | | | 20% | | |
| 3 | HIT | | | | | | |
| 4 | MOTION | | | | | 50% | |
| 5 | OBSTACLE | DISTANCE | 0.100 | | | 100% | |
| 6 | | JOY | 50.100 | | | | |
| 7 | | SUPRISE | 50.100 | | | | |
| 8 | | SUDNESS | 50.100 | | | | |

FIG. 5

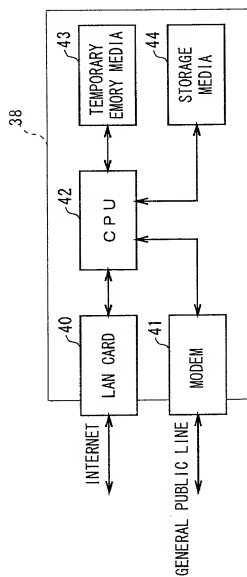


FIG. 7

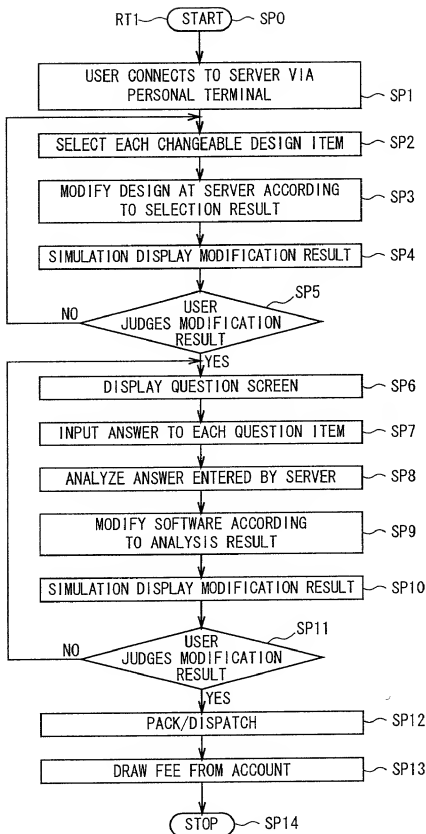


FIG. 8

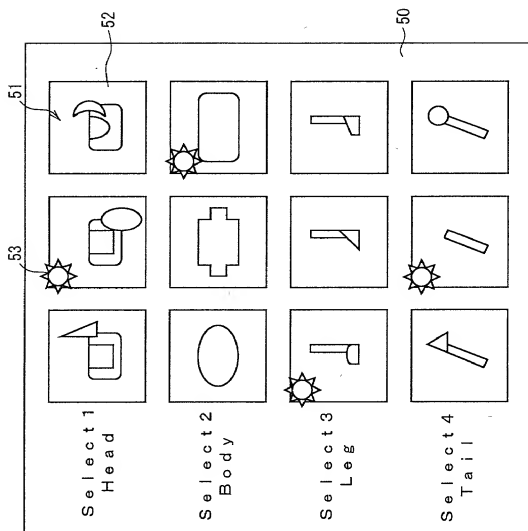


FIG. 9

CHANGEABLE DESIGN ITEMS

- FUNCTION PARTS
 - PARTS DIVIDED PER MODULE, SUCH AS NECK, LEG, AND TAIL.
- DEVICE PARTS
 - PARTS DIVIDED PER DEVICE, SUCH AS CAMERA, SENSOR, ACTUATOR, CPU BOARD, LED.
- DRESS-UP PARTS
 - ACCESSORIES HAVING NO SPECIFIC FUNCTION, SUCH AS EAR FOR EXCHANGE, NAIL, TIPTOE AND TIP OF TAIL, REMOVABLE PARTS LIKE HARDWARE VIA CONNECTOR.
 - ACCESSORIES HAVING NO SPECIFIC FUNCTION, SUCH AS HAT, COSTUME, SUN-GLASSES, GLOVES, ACCESSORY (PIERCED EARRING, RING) NOT THROUGHING THE CONNECTOR.
- COLOR VARIATION (RED/BLUE)
- PATTERN (SKELTON/CAMOUFLAGE PATTERN)

FIG. 10

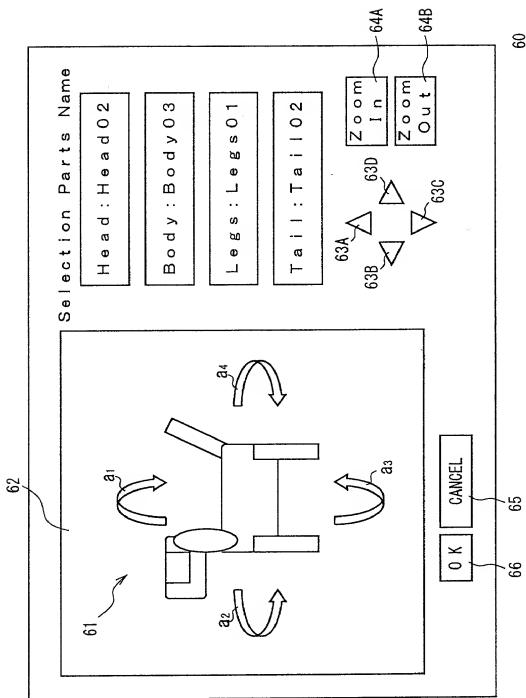


FIG. 11

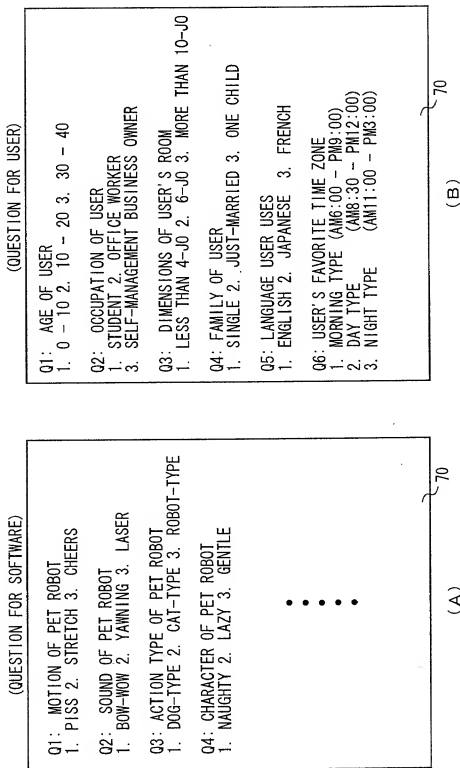


FIG. 12

- CHANGEABLE INTERNAL CONDITION ITEMS
- EMOTION TENDENCY (EASY TO GET ANGRY/CHEERFUL/PESSIMISTIC)
 - INSTINCT TENDENCY (DIFFICULT TO BE TAMED/FULL OF CURIOSITY/LAZY/EASY TO GET STARVED)
 - CHARACTER (CHEERFUL/GLOOMY/NAUGHTY/CONSERVATIVE)
 - HOROSCOPE (BULL/VIRGIN/BALANCE)
 - ZODIAC SIGNS (DOG/DRAGON/SHEEP)
- CHANGEABLE ACTION CONFIGURATION ITEMS
- ACTION DATA
 - MOTION DATA
 - SOUND DATA
 - LIGHT EMITTING DATA

FIG. 13

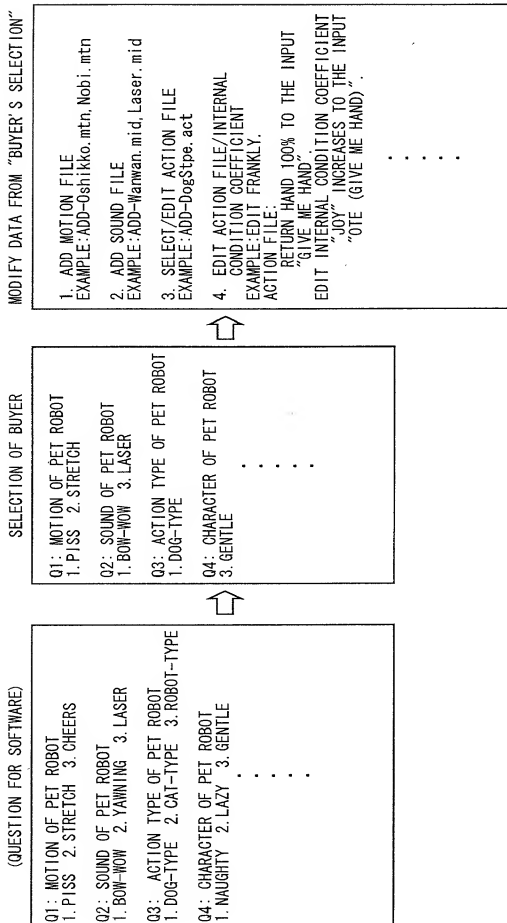


FIG. 14

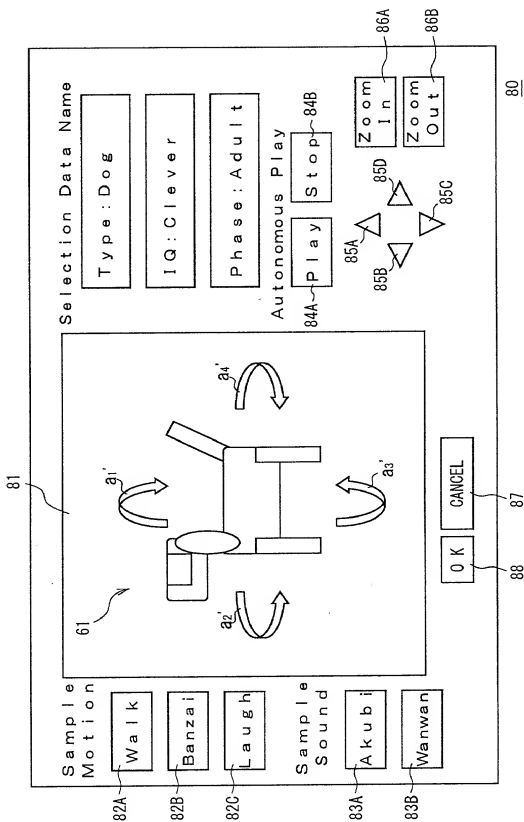


FIG. 15

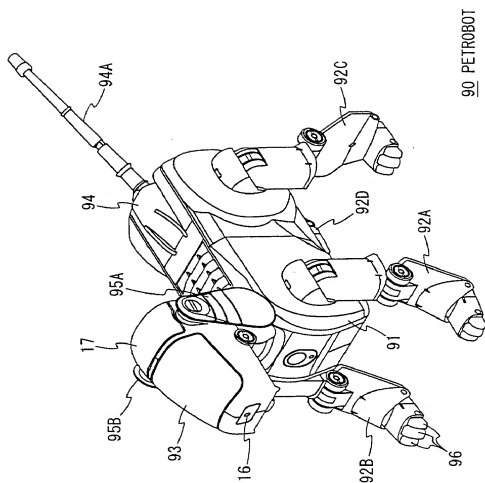


FIG. 16

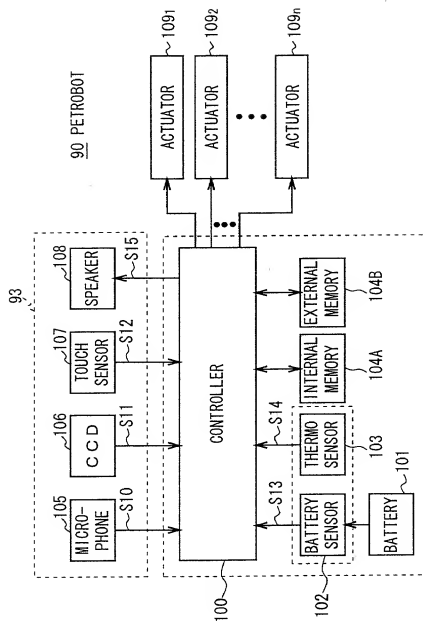


FIG. 17

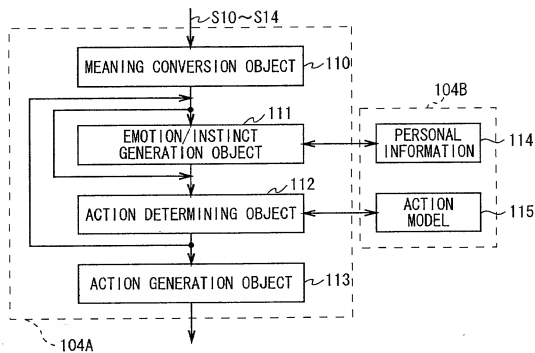


FIG. 18

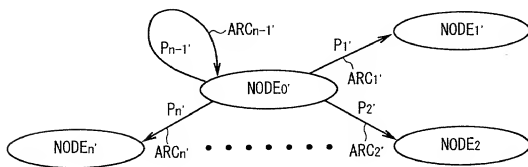


FIG. 19

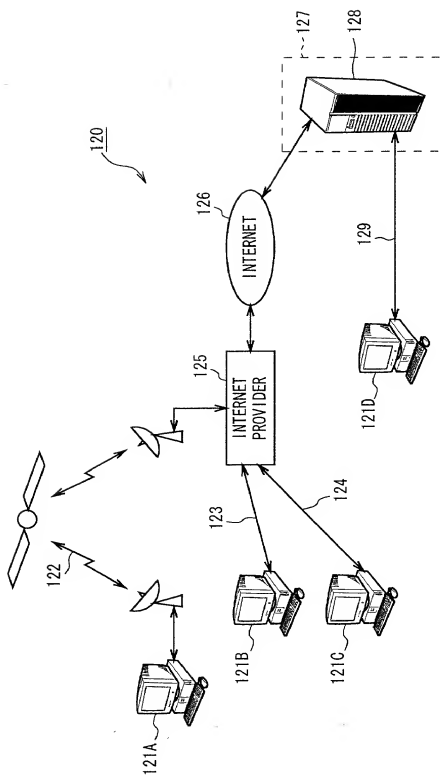


FIG. 20

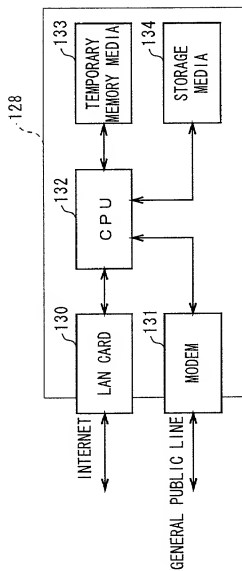


FIG. 21

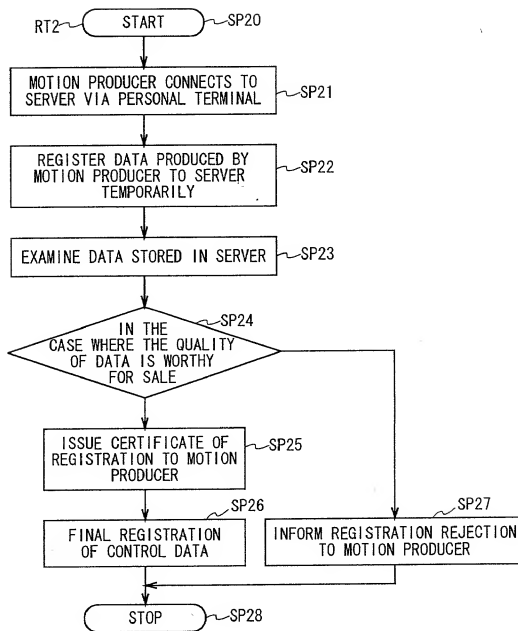


FIG. 22

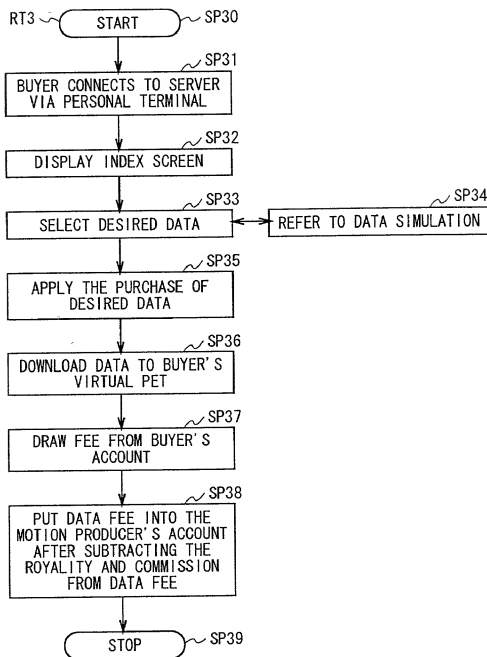
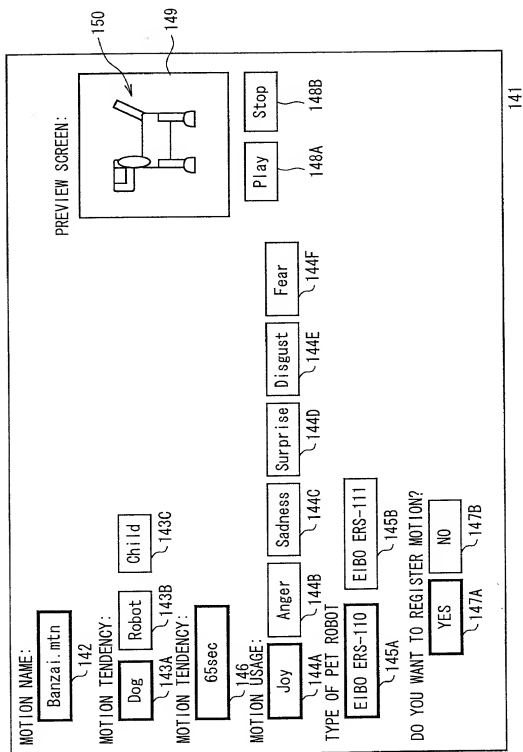


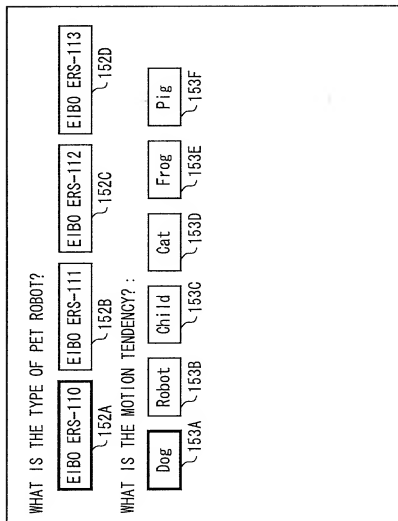
FIG. 23

| SELECT MOTION FILE | | | | X |
|--------------------|-------------|-----------|---|------------|
| MOTION | KEY WORD | START/END | REMARKS | Δ |
| PIP1 | Performance | Sitting | Performance mode / Style1 / PERFORMANCE | |
| PIP2 | Performance | Sitting | Performance mode / Style1 / PERFORMANCE | |
| PIP3 | Performance | Sleeping | Performance mode / Style1 / PERFORMANCE | |
| PIP4 | Performance | Standing | Performance mode / Style1 / PERFORMANCE | |
| PIP5 | Performance | Standing | Performance mode / Style1 / INTERACTIO | |
| PI11 | Interaction | Standing | Performance mode / Style1 / INTERACTIO | |
| PI12 | Interaction | Standing | Performance mode / Style1 / INTERACTIO | |
| PI13 | Interaction | Standing | Performance mode / Style1 / INTERACTIO | |
| PI14 | Interaction | Sleeping | Performance mode / Style1 / INTERACTIO | |
| PI15 | Interaction | Sleeping | Performance mode / Style1 / INTERACTIO | |
| PI16 | Interaction | Sitting | Performance mode / Style1 / INTERACTIO | |
| PI17 | Interaction | Sitting | Performance mode / Style1 / INTERACTIO | |
| PI18 | Interaction | Sitting | Performance mode / Style1 / INTERACTIO | |
| PI19 | Interaction | Sleeping | Performance mode / Style1 / PERFORMANCE | |
| P2P1 | Performance | Sitting | Performance mode / Style1 / PERFORMANCE | ▽ |
| ▽ | | | | Δ |
| | | | | 0 K CANCEL |

140

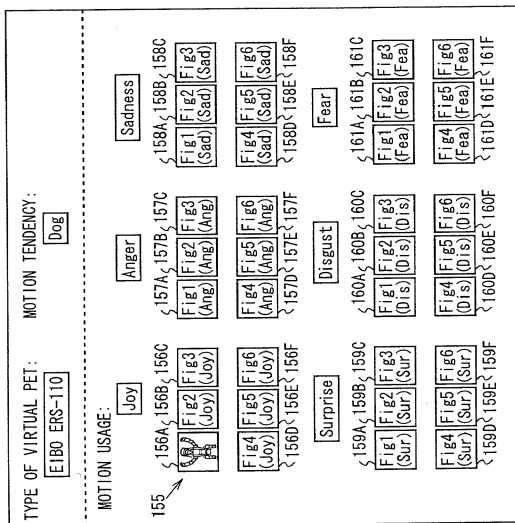
FIG. 24





151

FIG. 26



154

FIG. 27

TYPE OF PET ROBOT: MOTION TENDENCY: MOTION USAGE:

EIBO ERS-110 163 Dog 164 Joy 165

MOTION NAME: Banzai. mtn 166

MOTION TIME: 65. sec 167

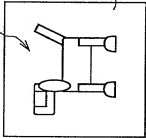
MOTION PRODUCER: H. Noma 168

MOTION PRICE: ¥350 169

DO YOU WANT TO PURCHASE MOTION?

YES 173A NO 173B

PREVIEW SCREEN: 171



170

Play 172C Stop 172B

162

FIG. 28

EXPLANATION OF REFERENCE NUMERALS

1, 90... .. pet robot, 10, 100... .. controller, 10A... .. memory,
30... .. pet robot sales system, 31A to 31D, 121A to 121D... .. personal
terminal, 37, 127... .. sales agency, 38, 128... .. server, 42, 132... ..
CPU, 50... .. design selection screen, 60, 80... .. simulation screen,
70... .. question screen, 104A... .. external memory, 115... .. action
model, 120... .. data sales system, 141... .. data registration screen,
150, 171... .. three-dimensional image picture, 151... .. classification
specification screen, 154... .. index screen, 162... .. motion
confirming screen, RT1... .. pet robot purchasing procedure, RT2... ..
data registration procedure, RT3... .. control data purchasing
procedure.